

## REMARKS

Claims 1 and 13-19 were previously presented in the application. Claims 1 and 13-19 were rejected. Claims 1 and 13-19 are objected to. Claims 1, 13, 14, 15 and 18 are amended. Claims 1 and 13-19 remain pending in this application.

The Examiner has objected to claims 1 and 13-19 are objected to under 37 C.F.R. § 1.83(a) in that the drawings must show every feature of the invention specified in the claims. Specifically, the Examiner states "Currently it is not apparent from the set of drawings which show the power supply connected to a power supply that includes switched and un-switched connections and peripheral devices as well as a processor connected to the power supply." The Examiner further states, "... none of the drawings show a first lockable external access panel or a second lockable access panel."

Applicant is unable to determine what the Examiner considers to be missing from the drawings from the first statement above. However, Applicant points out the following.

Independent claim 1 recites:

A gaming machine, comprising:  
a game cabinet configured to house a game processor and a first game peripheral allowing play of at least one game;  
a power supply located within the gaming cabinet, the power supply operably connectable to an external power source, wherein the power supply includes switched and unswitched connections, wherein a first game peripheral is coupled to the switched connection and a game processor is coupled to the unswitched connection, and wherein the first game component is electrically isolated from the power supply when the power supply is turned off and the game processor remains electrically connected to the power supply;  
a first lockable external access panel configured to only allow access to the switched connections; and  
a second lockable access panel located within the gaming cabinet, the second lockable access panel configured to only allow access to the unswitched connections.

A game cabinet is illustrated in Figs. 2 (200) and 5 (500). A game processor housed in the game cabinet is illustrated in Figs. 2 (236) and 4 (410). A first game peripheral housed in the game cabinet is also illustrated in Figs. 2 (228, 232, 238) and 4 (410, 412, 414, 416, 418, 420). A power supply located within the gaming cabinet is illustrated in Figs. 2 (240), 4 (404), and 5 (520). The power supply operably connected to an external power source is illustrated in Figs. 2 (240) and 4 (402). The power supply including switched and unswitched connections is illustrated in Figs. 2 (switched: 218, 220, 222, 224; unswitched: 206, 208, 210, 212, 214) and 4 (switched: 422; unswitched: 406). A first game peripheral coupled to the switched connection is shown in Figs. 2 (228, 232, 238) and 4 (416, 418, 420). A game processor coupled to the unswitched connection is illustrated in Figs. 2 (212 to 236) and 4 (408 to 410). A first lockable external access panel is

illustrated in Fig. 5 (524). A second lockable access panel located within the gaming cabinet is illustrated in Fig. 5 (518).

Independent claim 13 recites:

A gaming machine, comprising:  
a processor for allowing at least one game to be played, wherein an outcome of the at least one game is at least partially based on a random outcome;  
a game cabinet having an access door that provides access to gaming machine components located within the game cabinet;  
a first power supply located within the game cabinet;  
a distribution means located within the game cabinet, the distribution means connected to the first power supply wherein the distribution means electrically disconnects a first portion of the distribution means when the first power supply is turned off while a second portion of the distribution means, coupled to the processor, remains electrically connected; and  
a second lockable access door located within the game cabinet, the second lockable access door restricting access to the second portion of the distribution means.

A processor is illustrated in Figs. 2 (236) and 4 (410). A game cabinet is illustrated in Figs. 2 (200) and 5 (500). An access door in the game cabinet is illustrated in Fig. 5 (524). Components located within the game cabinet are illustrated in Figs. 2 (226, 228, 230, 232, 234, 236, 238) and 4 (410, 412, 414, 416, 418, 420). A first power supply located within the game cabinet is illustrated in Figs. 2 (240), 4 (404), and 5 (520). A distribution means located within the game cabinet is illustrated in Figs. 2 (240) and 4 (404). A second power supply is illustrated in Figs. 4 (408) and 5 (522). A second lockable access door located within the game cabinet is illustrated in Fig. 5 (518).

Independent claim 18 recites:

A gaming machine, comprising:  
a gaming cabinet defining an interior space;  
a gaming cabinet door coupled to the gaming cabinet, wherein the gaming cabinet door limits access to the interior space of the gaming cabinet;  
a high-voltage power supply that includes a power switch, distribution box, and a pass-through connection, wherein the high-voltage power supply is located within the gaming cabinet;  
a low-voltage power supply in communication with the high voltage power supply via the pass-through connection, wherein the low-voltage power supply is located within the gaming cabinet, and wherein access to the low-voltage power supply is restricted by a lockable door;  
one or more high-voltage gaming components connected to the high-voltage power supply; and  
one or more low-voltage gaming components, including a processor for allowing at least one game to be played, connected to the low-voltage power supply;

wherein the one or more high-voltage gaming components are electrically disconnected from the high-voltage power supply when the power switch is turned off while the low-voltage gaming components, including the processor, remain electrically connected to the low-voltage power supply.

A gaming cabinet is illustrated in Figs. 2 (200) and 5 (500). A gaming cabinet door is illustrated in Fig. 5 (524). A high voltage power supply is illustrated in Figs. 2 (240), 4 (404) and 5 (520). A low voltage power supply is illustrated in Figs. 4 (408) and 5 (522). An access door providing access to the low voltage power supply is illustrated in Fig. 5 (518). High voltage components are illustrated in Figs. 2 (228, 232, 238) and 4 (416, 418, 420). Low voltage components are illustrated in Fig. 4(410, 412, 414). A processor is illustrated in Figs. 2 (236) and 4 (410).

Claims 1 and 13-19 are rejected under 35 U.S.C. § 103(a) as being unpatentable over United States Patent Publication 2003/0 064 815 (Burnside) and United States Patent 5,742,514 (Bonola) and United States Patent 5,835,780 and further in view of United States Patent 6,804,763 (Stockdale). In order to more clearly define the invention, and to respond to the Examiner's rejections, Applicant has amended claims 1, 13, 14, 15, and 18.

Newly amended independent claim 1 recites in pertinent part, "... a power supply ... wherein the first game component is electrically isolated from the power supply when the power supply is turned off, and the game processor remains electrically connected to the power supply ...."

Newly amended independent claim 13 recites in pertinent part, "... a distribution means ... wherein the distribution means electrically disconnects a first portion of the distribution means when the first power supply is turned off while a second portion of the distribution means, coupled to the processor, remains electrically connected ...."

Newly amended independent claim 18 recites in pertinent part, "... a high voltage power supply ...; a low voltage power supply in communication with the high voltage power supply ...; one or more low voltage gaming components, including a processor ..., connected to the low voltage power supply; wherein ... when the power switch is turned off ... the low voltage gaming components, including the processor, remain electrically connected to the low voltage power supply."

In a gaming machine fabricated according to newly amended independent claims 1, 13, and 18, a power supply allows a subset of components in a gaming machine to be powered down, while another subset of components, including the game processor, to remain powered up. This provides the advantage that repairs of relatively low security, high maintenance, components may be performed without requiring the gaming processor to be powered down. Due to the relatively lengthy boot-up procedure of a game processor, this can lead to reduced maintenance times because the game processor does not need to boot up before the repair can be tested (page 4, line 1 to page 5 line 8)

There is no disclosure or suggestion in any of the references cited by the Examiner of a power supply wherein a game processor remains electrically connected to the power supply when the power supply is turned off, as recited in newly amended claim 1. Nor is there any disclosure or suggestion of a distribution means wherein a distribution means electrically disconnects a first portion of the distribution means when the first power supply is turned off while a second portion of the distribution means, coupled to the processor, remains electrically connected, as recited in newly amended claim 13. Nor is there any disclosure or suggestion of one or more low voltage gaming components, including a processor, connected to a low voltage power supply wherein, when the power switch is turned off, the processor remain electrically connected to the low voltage power supply, as recited in newly amended claim 18.

Burnside relates to a gaming machine in which the power supply is easily removable and replaceable. However, when the power supply disclosed in Burnside is turned off or removed from the gaming machine, power is removed from all components in the entire gaming machine. Because no other power supply is disclosed in Burnside, there can be no means for keeping a gaming processor powered up when the power supply of Burnside is turned off or removed. This is an example of the very prior art discussed in the present application (page 2, lines 4-13).

Bonola is not related to gaming machines. Instead, Bonola relates to a personal computer, such as may be used by an office worker. Bonola addresses the problem of allowing remote access to a personal computer via a communication line (e.g. a phone line) while minimizing power consumption and security risks. In Bonola, during quiescent times, the power is removed from the circuitry in the personal computer (including the processor) except for a communication device (a modem in Bonola) and a switching control circuit. If a call is received by the modem, a signal indicating that a carrier has been detected is supplied to the switching control circuit which causes power to be applied to the remainder of the personal computer. The user may then use the personal computer via commands transmitted via the phone line and modem. When the call is complete, the switching control circuit detects that the carrier is gone, and powers off the personal computer (including the processor) except for the modem and switching control circuitry. This is the opposite of the problem faced by the inventor at the time the invention was made, which was how to maintain power to the processor when power was removed from the other components.

Osaki is not related to a gaming machine. Instead, Osaki is related to a computer system, including a shared memory unit and shared disk drive, arranged to prepare for and recover from a power failure. When a power failure is detected, the processor units are provided with an indication that the power has failed. The processor units halt operation and provide an instruction to the shared memory unit and shared disk drive to begin storing the data in the shared memory unit to the shared disk drives for non-volatile storage. After that, power is removed from the computer system (including the processing units) except for the shared memory and shared disk drives. This permits a smaller capacity battery backup because it is only supplying power to the shared memory and shared disk drives during the power failure. This also is the opposite of the problem

faced by the inventor at the time the invention was made, which was how to maintain power to the processor when power was removed from the other components.

Stockdale relates to a gaming machine including non-volatile memory. In Stockdale, the non-volatile memory is a standard read/write memory (static RAM (SRAM)) with an associated battery with sufficient capacity to hold the data in the SRAM for up to 7 years. During times when external power is available, the associated battery is charged. During times when power is unavailable, the battery powers the SRAM so the data within the SRAM is maintained. There is no discussion of any other arrangement for power supplies in Stockdale. And in particular there is no disclosure or suggestion in Stockdale of maintaining power to a processor when power is removed from relatively low security, high maintenance, components.

None of the references cited by the Examiner disclose or suggest a power supply wherein a game processor remains electrically connected to the power supply when the power supply is turned off, as recited in newly amended claim 1; a distribution means wherein a distribution means electrically disconnects a first portion of the distribution means when the first power supply is turned off while a second portion of the distribution means, coupled to the processor, remains electrically connected, as recited in newly amended claim 13; nor one or more low voltage gaming components, including a processor, connected to a low voltage power supply wherein, when the power switch is turned off, the processor remain electrically connected to the low voltage power supply, as recited in newly amended claim 18.

Because none of the references cited by the Examiner address the problem faced by the inventor at the time the invention was made (i.e. maintaining power to the game processor in a gaming machine when a subset of components is powered down, e.g. during servicing of relatively low security, high maintenance components); and because none of the references provide any guidance to the solution to problems faced by the inventor in solving that problem, one skilled in the art would have no motivation to consider, and/or utilize these references in attempting to solve the problem before the present inventor. Instead, as described above, the problems addressed by these references lead to solutions different from that taught by the inventor.

Because none of the references cited by the Examiner include the claim limitations discussed above, even if they are combined as suggested by the Examiner, they cannot include all the limitations recited in newly amended independent claims 1, 13 and 18. Instead, the combination would include a power supply which would remove power from the entire gaming machine (Burnside) except for a communication port and switching circuitry of the gaming machine (Bonola) during quiescent operation. Switching circuitry would reapply power to the entire machine if establishment of a communications channel is detected and remove it when the channel is closed. In the event of a power failure, power would be removed from all components of the gaming machine except for circuitry to transfer data from a shared memory to shared disk drives (Osaki) and battery backed-up non-volatile SRAM (Stockdale). Such a combination would not include a power supply which can remove power from relatively low security, high maintenance, components while maintaining power

to the game processor. Such a combination, thus, would be inoperative for the intended purpose. Such a combination, therefore, cannot be said to render the claims obvious.

Newly amended independent claims 1, 13 and 18 are, therefore, deemed allowable. The Examiner is respectfully requested to reconsider and withdraw this rejection of newly amended claims 1, 13 and 18. Claims 14-17, dependent from , and further defining the invention recited in, claim 13; and claim 19, dependent from, and further defining the invention recited in claim 18, are deemed allowable for at least the reasons given above with respect to claims 13 and 18, respectively. The Examiner is further respectfully requested to reconsider and withdraw the rejection of these claims.

In view of the foregoing, the Applicant respectfully deems the present claims allowable and respectfully requests the Examiner to allow the claims and permit this application to issue. If the Examiner has any questions, or comments, however, the Examiner is invited to call Applicant's attorney at the phone number below to discuss them.

Respectfully submitted,

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